```
{LCDTEXT}
For every record < R > in tblLcdText where tblLcdText.ScriptID = ScriptID
1 = < R1 >
2 = < R2 >
x = \langle Rx \rangle
\{\langle R \rangle\}
       < R.lcd_text_line1 >
       < R.lcd_text_line2 >
{SETTINGS}
For the single record < R > in tblAudioSettings where
tblAudioSettings.ScriptID = ScriptID
< R.Field Name > = < R.Field Contents >
{ATTRACTSCRIPT}
For every record < R > in tblAttractScript where tblAttractScript.ScriptID =
ScriptID
< R.Sequence > =
< R.Command > ;INDEX(< R.Content >); < R.Method > ; < R.Interruptable >
{SCANSCRIPT}
For every record < R > in tblScanScript where tblScanScript.ScriptID =
ScriptID
< R.Sequence > =
< R.Command > ;INDEX(< R.Content >) ; < R.Method > ; < R.Interruptable >
In reference to ATTRACTSCRIPT and SCANSCRIPT INDEX < (R.Content >)
Where < R.Command > is 'PA', 'PB', 'PT' then < R.Content > is a < UPC >
code and Index (< UPC >) is the index in the [ATTRACTS], [BUMPERS], [TITLES]
section where < UPC > is located.
Where < R.Command > is 'PL' then < R.Content > is the < Text ID > and Index
```

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(< TextID >) is the index in the [LCDTEXT] section where < TextID > is located.
{< UPC >} from tblVideoMaterials
For the single record < R > in tblVideoMaterials where tblVideoMaterials.UPC
= < UPC >
VF = \langle R.video filename \rangle
         < R.lcd_text_line1 >
LCD1 =
LCD2 =
          < R.lcd text line2 >
For every record < R > in tblVideoText where tblVideoText.UPC = < UPC >
TOx =
           < R.text >
TCx =
           < R.left >; < R.top >; < R.width >; < R.height >;
TFx =
           < R.font_name >
TRx =
           < R.font_color >
TZx =
           < R.font_size >
For every record \langle R \rangle in tblVideoIcon where tblVideoIcon.UPC = \langle UPC \rangle
GOx =
           < R.graphic_filename >
GCx = \langle R.left \rangle; \langle R.top \rangle;
{< UPC >} from tblBumperMaterials
For the single record < R > in tblBumperMaterials where
tblBumperMaterials.UPC = < UPC >
VF = < R.video_filename >
LCD1 = < R.lcd_text_line1 >
LCD2 = < R.lcd_text_line2 >
TG = < R.Bumperette LGBitmap Filename >
IG = < R.Bumperette SMBitmap Filename >
For every record < R > in tblVideoText where tblVideoText.UPC = < UPC >
TOx = \langle R.text \rangle
         < R.left >; < R.top >; < R.width >; < R.height >;
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 $TFx = \langle R.font_name \rangle$

 $TRx = \langle R.font_color \rangle$

 $TZx = \langle R.font_size \rangle$

For every record < R > in tblVideoIcon where tblVideoIcon.UPC = < UPC >

GOx = < R.graphic filename >

 $GCx = \langle R.left \rangle; \langle R.top \rangle;$

 $\{ < Tx > \}$

For the single record $\leq R \geq$ in tblVideoMaterials, tblAudioMaterials,

tblUPCMaster, tblLinerNotes

VS =tblVideoMaterials.upc

AB = tblUPCMaster.audio_bitmap_filename

CB = tblUPCMaster.cover_bitmap_filename

LN = tblLinerNotes.line1 + line2 + line3 + line4 + line5 + line6

ASx =tblAudioMaterials.upc + '_' + tblAudioMaterials.seq

{ASx}

for the single record < R > in tblAudioMaterials

AT = tblAudioMaterials.audioFilename

AN = tblAudioMaterials.audioTrackname

AL1 =tblAudioMaterials.lcd_text_line1

AL2 =tblAudioMaterials.lcd_text_line2

AudioEC Script

{ATTRACTS}

For every record < R > in tblVideoMaterial

where tblVideoMaterial.UPC = D_SetX.UPC and

tblVideoMaterial.Destination = 'AudioEC' and

D SetX.Type = 'AM'

 $1 = \langle R1.UPC \rangle$

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.

 $2 = \langle R2.UPC \rangle$

 $x = \langle Rx.UPC \rangle$

{BUMPERS}

For every record < R > in tblVideoMaterial where

tblVideoMaterial.UPC = D SetX.UPC and

tblVideoMaterial.Destination = 'AudioEC' and

 $D_SetX.Type = 'B'$

 $1 = \langle R1.UPC \rangle$

 $2 = \langle R2.UPC \rangle$

 $x = \langle Rx.UPC \rangle$

{TITLES}

For every record < R > in tblAudioMaterial where

tblVideoMaterial.UPC = D_SetX.UPC and

 $D_SetX.Type = 'M'$ and

D SetX.Featured = true

1 = < T1 >

2 = < T2 >

 $x = \langle Tx \rangle$

VideoEC Script

{ATTRACTS}

For every record < R > in tblVideoMaterial where

tblVideoMaterial.UPC = D_SetX.UPC and

tblVideoMaterial.Destination = 'VideoEC' and

 $D_SetX.Type = 'AM'$

 $1 = \langle R1.UPC \rangle$

 $2 = \langle R2.UPC \rangle$

 $x = \langle Rx.UPC \rangle$

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{BUMPERS}

For every record < R > in tblVideoMaterial where

tblVideoMaterial.UPC = D SetX.UPC and

tblVideoMaterial.Destination = 'VideoEC' and

$$D_SetX.Type = 'B'$$

$$1 = \langle R1.UPC \rangle$$

$$2 = \langle R2.UPC \rangle$$

$$x = \langle Rx.UPC \rangle$$

{TITLES}

For every record < R > in tblVideoMaterial where

tblVideoMaterial.UPC = D_SetX.UPC and

$$D_SetX.Type = 'HV'$$

$$1 = < T1 >$$

$$2 = < T2 >$$

$$x = \langle Tx \rangle$$

WOE Attract Script

{ATTRACTS}

For every record < R > in tblVideoMaterial where

tblVideoMaterial.UPC = D_SetX.UPC and

tblVideoMaterial.Destination = 'WOE' and

$$D_SetX.Type = 'AM'$$

$$1 = \langle R1.UPC \rangle$$

$$2 = \langle R2.UPC \rangle$$

$$x = \langle Rx.UPC \rangle$$

{BUMPERS}

For every record < R > in tblVideoMaterial where

tblVideoMaterial.UPC = D_SetX.UPC and

tblVideoMaterial.Destination = WOE' and

D SetX.Type =
$$'B'$$

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